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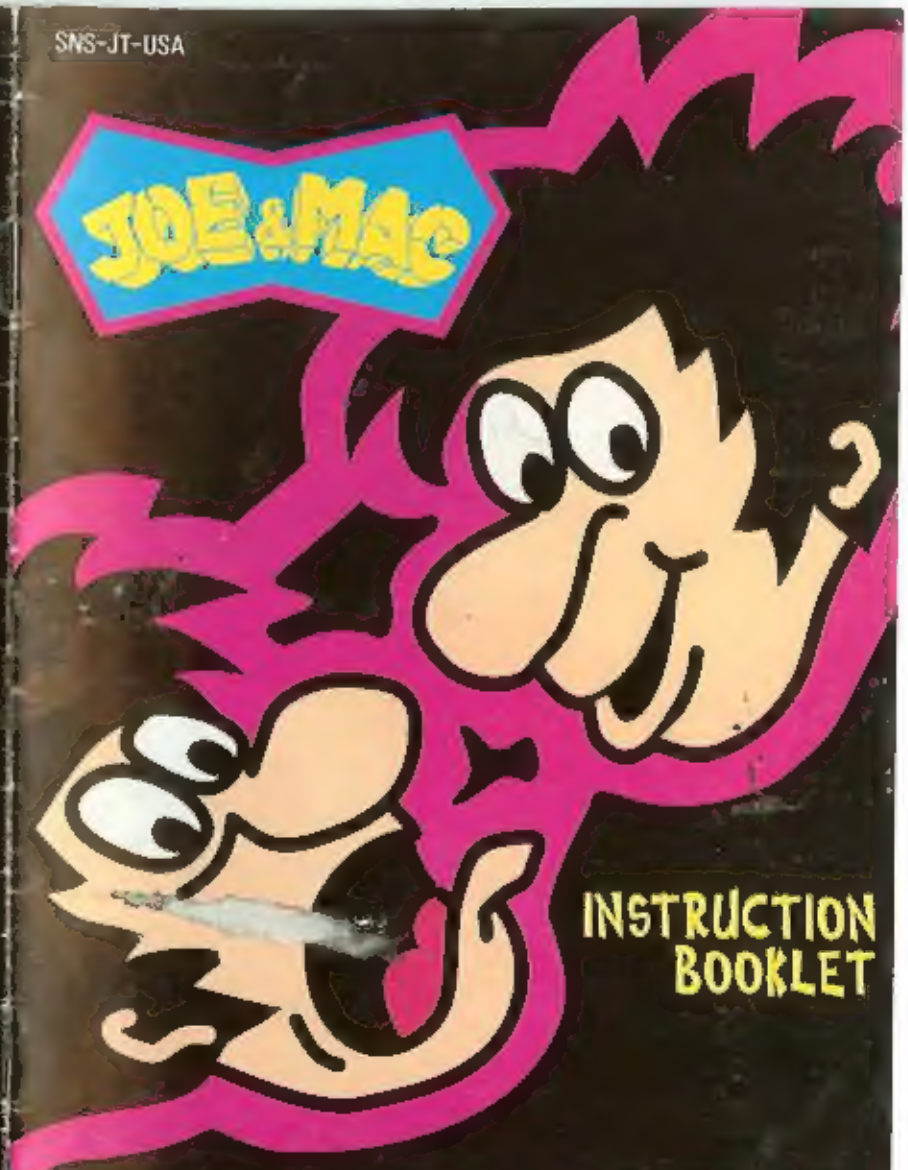
JOE & MAC



INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Official Nintendo Seal of Quality

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WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO HARDWARE SYSTEM OR GAME PAK.

PRECAUTIONS

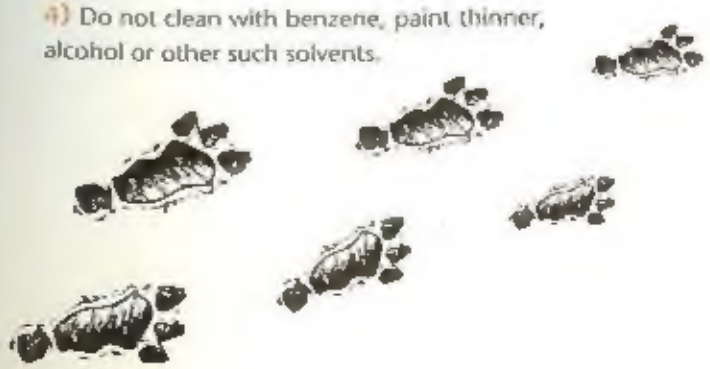
Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1) Always turn the power off before inserting or removing the Game Pak from your Super Nintendo Entertainment System.

2) This is a high precision game. It should not be stored in places that are very hot or cold.

3) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.

4) Do not clean with benzene, paint thinner, alcohol or other such solvents.



HEY DUDES, THE BABES ARE MISSING!

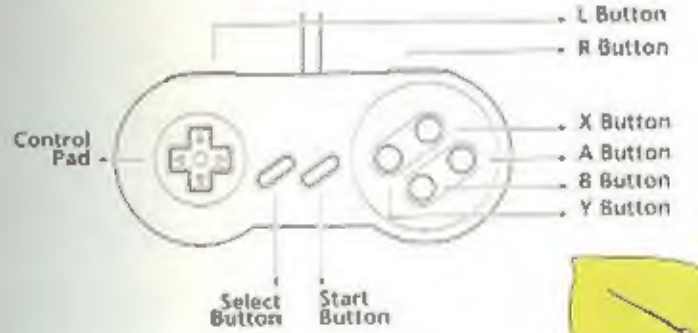
Back in the distant past (way back - like when "rock and roll" was just "rock" and "fast food" was dinner you couldn't catch), lived two cave dudes named Joe and Mac.

Whether it was dinosaur demolition derbies (tryannosaurus wrecks) or pterodactyl hang gliding (peakin' the beak), life for the boys was pretty cool.

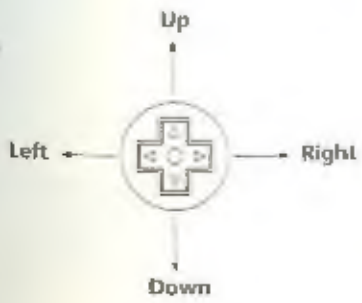
Cool, that is, until a bogus bunch of neanderthal nerds crashed their village and scared off all the cave babes.

Now all the cave babes are out there somewhere, lost and lonely... it's up to Joe and Mac to get 'em back!

NAMES OF CONTROLLER PARTS



This manual refers to the following directions:



GETTING STARTED

The following menu will appear when you turn on your Super Nintendo Entertainment System.

MENU SCREEN

1 Player Game - Joe tries to rescue the lost cave babes.

2 Player Game - Joe and Mac race against each other to see who can rescue the lost cave babes first.

2 Player Super Game - Joe and Mac fight or help each other while trying to rescue the lost cave babes.

Options - Select Mode, Key and Music.

Press the SELECT Button to highlight your choice. Press the START Button to begin the game or to move to the Options Screen.

OPTIONS SCREEN

The Options Screen allows you to adjust various aspects of Joe & Mac for added fun and challenge.

Mode: Select Game Level, Easy, Normal or Hard.

Key: Select buttons to control Jumping and buttons to control Shooting.

Music: Select Stereo or Monaural.

Select the Mode, Key and Music categories by pressing the Control Pad UP or DOWN. Use the SELECT Button to select the individual choices in each category.

When you have made all the selections, press the START Button to return to the main menu.

At the Main Menu, highlight the mode you wish to play (1 Player, 2 Player or 2 Player Super) and press the START Button to begin the game.

THE MAP

Use the map to guide you from stage to stage through the game. The map will appear after you clear a level.

THE RED DOT:

Battle Stages. To clear the battle stages, you need to beat the big bosses at the end. Once you have defeated the big boss and cleared the stage, a flag will appear in the place of the Red Dot and you will be able to proceed to your next stage.

THE BLUE DOT:

Bonus Stages. These stages will allow you to replenish your energy, but beware there may be enemies to fight. You cannot return to a bonus stage you have previously cleared.

THE WHITE DOT:

Place Markers. Each time you pass a White Dot a small statue will appear and save your place. When you die, you will be able to start again at your last place marker.

THE EVIL GATE:

This evil gate will block certain paths on the map. To open the gate you need to have Keys from the hidden stages in your possession. Press the A Button when you come to an evil gate and it will open. The number of Keys you hold are indicated on the right-hand side of the screen, just below the map.

KEY COMMANDS

In addition to the Jump and Shoot commands you select at the Options Screen, Joe & Mac also has the following commands:

Pause: Press the START Button.

High Jump: Press the Control Pad UP while pressing the JUMP Button.

Squat: Press the Control Pad DOWN.

Dash: Press the Control Pad LEFT or RIGHT while pressing either the L or R Button.

Weapon Exchange: Press the SELECT Button to switch weapons.

Somersaults: Press the Control Pad LEFT or RIGHT holding the Control Pad down on this command takes some practice.

Note: When your character is in a somersault he is invincible for a short amount of time and can climb anywhere.

Note: You can re-assign all of the action buttons if you choose to.

HIDDEN STAGES

There are seven hidden stages that are not on the map, you must find these for yourself. Hint: Occasionally, a Red Egg will appear, if you break it a friendly Pterodactyl will appear and take you to the hidden stages.

PICK-UPS

Rescuing lost cave babes makes a cave dude tired and hungry, so be sure to pick up the following items which can be found out in the open or inside an egg you must break.

1UP•
Each 1UP you collect gives you an extra life.

KEY•
The keys are found only in the hidden stages. You will need the keys to open the evil gates which block your path on the map.

SMALL DRUMSTICK•
MEDIUM DRUMSTICK•
LARGE STEAK•
Picking up food will help you replenish your energy. The larger the meat, the more energy you recover!

WEAPONS

Cave dudes need the right tools for the job. Following are the various weapons you will need to rescue the cave babes:

CLUB• You begin the game with a club that's good to ward off enemies for a while, but you'll need to pick up better weapons to fight stronger enemies.

BONE• Hurl your bones at the oncoming enemy, but beware, bones are heavy and don't travel too far.

BOOMERANG• This is the best weapon in the beginning of the game because it wipes out enemies when you throw it and then it comes back to you.

FIRE•
Fire is a very powerful weapon; throw fireballs at the enemies.

STONE WHEEL•
Roll the wheel on the ground and wipe out many enemies.

CONTINUATION MODE

Joe and Mac each have three lives, once they have lost their lives, the game is over. But the Continuation Mode allows you to begin a new game from where you left off. When the game is over a Continue Screen will appear and ask if you would like to continue the game. If you would like to continue, break the YES egg, if not, break the NO egg.

Note: You may only continue the same game three times. After you use the third continue, you must start the game from the beginning.

- **A** Point Display
- **B** Number of lives remaining
- **C** High Score
- **D** Type of weapon
- **E** Number of hits given to boss (displayed only during the boss battles in 2-player and 2-player Super games.) The player who has given the most hits to the Boss will receive a kiss from the rescued cave babe.
  Note: In bonus stages, the cave babe kiss is given out at random, with the receiver getting his energy completely replenished.
- **F** Bosses Life
- **G** Players Life Energy Gage

PLAYING HINTS

1. When trying to get an object high in the air, you can ride the Pterodactyl. In 2 Player Super mode, you must cooperate with the other player and have either Joe or Mac jump on the other's back to reach the object.

2. When you see a Red Egg make sure to destroy all the enemies on the screen before breaking the Egg otherwise the friendly Pterodactyl will not come out. Water and Fire are also enemies of the friendly Pterodactyl.

3. When fighting a Big Boss, aim for his head.

4. Fire can be our most powerful weapon.

5. You can destroy the enemy easily with dive attacks. To go into a dive attack, Joe or Mac must be near the edge of a cliff with an enemy below. Press the Control Pad LEFT or RIGHT twice quickly, holding the Control Pad down on the second press.

(This is the same command for somersaults, but on a cliff Joe or Mac will dive.)

DATA EAST LIMITED WARRANTY

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